

CLAIMS

1. A programmatic organisation method for augmented use of a standardized keyboard arranged capable of detecting depression/touching of single keys as well as simultaneously depressed/touched combinations of keys, wherein simultaneous depression/touching of two or more adjacently or non-adjacently located keys of said keyboard is decoded as a predetermined character, symbol, note, action, etc., whereby the input capability of the keyboard is considerably enhanced.
2. A method as claimed in claim 1, wherein predetermined functions, e.g. a "shift" ("CAP") or num lock function, is obtained by predetermined key combinations.
3. A method as claimed in claim 1, wherein predetermined functions, e.g. a "shift" ("CAP") or num lock function, is obtained by predetermined single keys.
4. A method as claimed in claim 1, wherein the keyboard is a conventional numerical 3 x 4 keyboard, covering "0" through "9" and including up to two additional keys..
5. A method as claimed in claim 4, wherein the keyboard includes at least one further key.
6. A method as claimed in claim 1, wherein the keyboard forms a part of a telephone, preferably a mobile telephone.
7. A method as claimed in claim 6, wherein the telephone is capable of inducing/outputting more than one DTMF-digit simultaneously at the time.
8. A method as claimed in claim 1, wherein the keyboard forms a part of an input system utilized for user verification.
9. A method as claimed in claim 1, wherein data input is shown on a display unit.
10. A method as claimed in claim 1, wherein data input is made audible to a user, e.g. by music or speech synthesizing circuits.
11. A method as claimed in claim 1, wherein resulting characters, symbols etc. from various key combinations are shown adjacent to each key of the keyboard.

12. A method as claimed in claim 1, wherein resulting characters, symbols etc. from various key combinations are disclosed shown in a preferably detachable keyboard overlay.

5 13. A method as claimed in claim 1, wherein a joystick function is participating in the inputting of data.

14. A method as claimed in claim 1, wherein various keyboard layout, e.g. numerical, alphanumerical, symbols, musical notes etc., are user selectable from a menu.

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15. A method as claimed in claim 1, wherein various keyboard layout, e.g. numerical, alphanumerical, symbols, musical notes etc., are user selectable by depression of one or more predetermined keys.

15 16. A telephone instrument capable of generating and outputting more than one DTMF-digit simultaneously at a time.

17. A handheld computer having a standard numerical keyboard as an attached or integrated member, single key and simultaneous multikey user input being decoded as

20 numerals, characters, symbols etc. according to predetermined keyboard layouts.